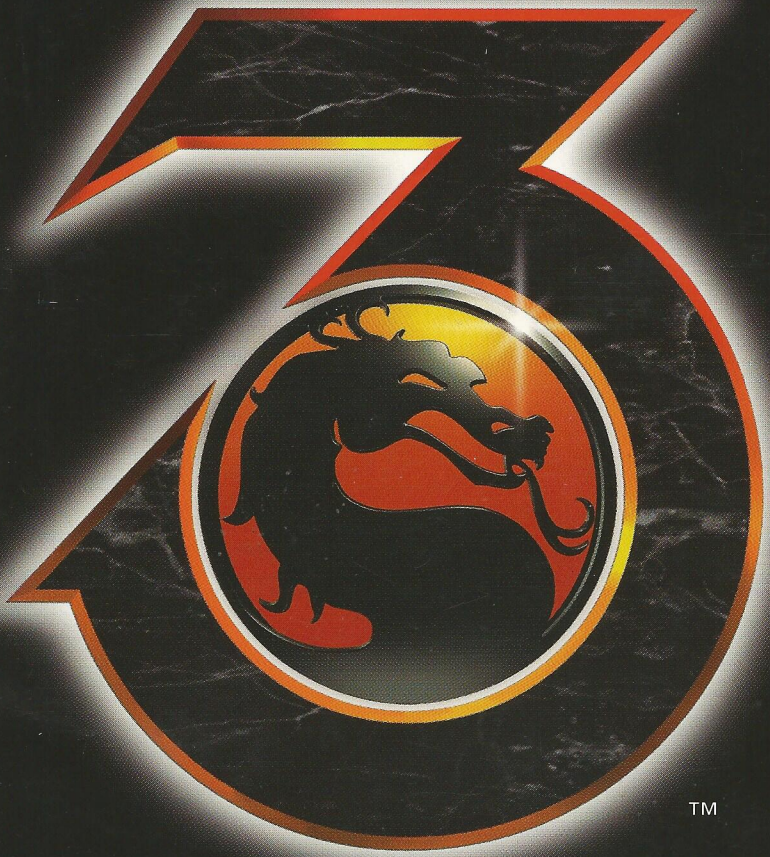
MORTAL KOMBAT® 3



TM

INSTRUCTION MANUAL

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THERE IS NO KNOWLEDGE...

"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil, your lives are not. I can no longer interfere as your Earth is now ruled by the Outworld gods."

...These are the words of Rayden

For centuries Earth has used the tournament of Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn. For the last nine tournaments Earth had been defeated by the deadly Outworlders, who dominated Mortal Kombat. For the rules were simple: Shao Kahn had but to win ten consecutive tournaments in a row, and Earth and all that inhabited it would be his. But Kahn grew furious after losing the Tenth and most important tournament to the brave and determined Warriors of Earth; led by Rayden, the powerful god of Thunder and Lightening. Fustrated by his failed attempt to take Earth through tournament battle, he enacted a plan which began 10,000 years ago.

During that time Shao Kahn had a Queen named Sindel. Her precocious death was mysterious and unexpected.

THAT IS NOT POWER...

Kahn's Shadow Priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn; not on the Outworld, but on the Earth Realm itself, establishing an arcane link between the Earth Realm and the Outerworld. A link Kahn knew would grow stronger and stronger as Sindel's spirit blossomed in her Earthly body. Realizing that under Rayden's guidance the Earthly Warriors would begin to dominate the tournaments of Mortal Kombat, Shao Kahn decides to use his little known wildcard. Sindel's spirit had become very powerful, and with it grew the mystical interdimensional link between the Outworld and Earth.

Under the premise of reclaiming his Queen, he gained the power to step through the dimensional gates and, finally seize the Earth Realm. Upon breaching the portal into Earth, Shao Kahn slowly transformed the planet into a part of the Outworld. He stripped the Earth of all human life claiming every soul as his own. But there were souls which Kahn could not take. These souls belonged to the Warriors chosen to represent Earth in a new Mortal Kombat. However, without direction from Rayden, their powers would be unfocused, and could easily be overcome. Knowing this, Shao Kahn sent an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survived the attacks. Most did not, but the remaining few hold the one chance to save all of human kind and be a part, willing or unwilling, of the most decisive Mortal Kombat of them all....

GETTING STARTED

System Requirements

- Double Speed CD-ROM Drive or better.
- 486 DX 33 or higher (Pentium recommended).
- MS®-DOS 5.0 or higher.
- 29 MB of available Hard Disk Space.
- 8 MB RAM minimum (16 MB recommended).
- Supports all major joysticks (no mouse support).
- Supports Sound Blaster™ and 100% compatible sound cards.
- VGA graphics.

Installing MK3

MORTAL KOMBAT® 3 is designed to run in a DOS environment. If your computer boots up directly into Windows®, you should exit Windows entirely before attempting installation or gameplay. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows...Then click on OK to fully exit Windows.

1. Insert the MK3 CD in your CD-ROM drive.
2. Type: D: [Enter] (Where D: is the appropriate letter for your CD-ROM drive.)
3. Next, type: INSTALL [Enter] This will start the installation program.
4. Follow all on screen instructions. You will be asked to choose a drive and then a directory for MK3 data. Normally one would choose drive C: and the default directory would be \MK3. Make any modifications where necessary, or press the [Enter] key to accept these defaults.
5. The SetSound program will automatically run after installation is complete. The program will ask you for information about your sound card. If you are unsure of any settings, accept the defaults by hitting the [Enter] key. Installation is now complete.

NOTE: The SetSound program can be run at any time to change the sound configuration. For important last minute information about running MK3 type: TYPE D:\READ.ME [Enter], where D: is the appropriate letter for your CD-ROM drive.

Running MK3

1. Insert the MK3 CD into your CD-ROM drive. You will need to make sure the MK3 CD is in the drive whenever you want to play MK3, but you are not required to reinstall it each time.
2. Type C: [Enter] (Where C: is the appropriate letter for your hard drive.)
3. Type CD\MK3 [Enter]. This should take you to the "C:\MK3>" prompt.
4. Then type MK3 [Enter] to start the game.

You can bypass the logos and developer credits at any time by pressing [Esc]. This will bring up the Main Menu. Pressing [Enter] will take you directly to the "Choose A Fighter" screen.

NOTE: MK3 by default graphically depicts violence, blood and gore. Parents and/or players who do not wish to see violence and/or blood during gameplay, have the option to disable this. Typing any of the commands below will permanently change the default settings of the game. For example, if you type MK3 NOBLOOD, you will disable the blood for all future games until you type MK3 BLOOD to reenable this feature. You can disable and enable these settings as follows:

At the "C:\MK3>" prompt simply type:
MK3 NOBLOOD (turns blood off)
MK3 NO VIOLENCE (turns all fatalities off)
MK3 BLOOD (turns blood back on)
MK3 VIOLENCE (turns fatalities back on)

MAIN MENU

The main menu allows you to adjust many of the features of MK3. Use the Up/Down arrow keys to scroll through the menu options, and the Left/Right arrow keys to select your preferences for each feature. The control keys for menu access for each player are shown at the bottom of the screen.

NETWORK PLAY: Allows you to enable or disable network play, or challenge another network player.

SOUND:	Allows you to toggle sound effects (SOUND) and background music (CD) ON or OFF. You can also set the volume for sound effects.
CONTROLS:	Allows you to calibrate your joystick or change the keys you wish to play the game with.
DIFFICULTY:	Allows you to set a difficulty level within the Destiny category you select in the "Choose Your Destiny" screen. The difficulty levels are: WUSS, EASY, MEDIUM, HARD, YEAH, RIGHT!.
START GAME:	Press [ENTER] here to start a game.
START TOURNAMENT:	Press [ENTER] here to set-up your tournament. Refer to Page 7 for further instructions on how to do this.
QUIT:	Press [ENTER] here to return to the DOS prompt.

STARTING KOMBAT

If you select START GAME you will go to the "Select Your Fighter" screen which has pictures of all the available warriors: Shang Tsung, Sindel, Jax, Kano, Liu Kang, Sonya, Stryker, Sub-Zero, Cyrax, Sektor, Nightwolf, Sheeva, Kung Lao, and Kabal. At the bottom of the screen will be the location of the next fight. Use the Arrow Keys/Control Pad to move the colored frame onto your warrior. Press [ENTER] to select him/her and begin the fight.

Once you have chosen your Fighter, you will be asked to "Choose Your Destiny". You will be given three columns of varying difficulty to choose from WARRIOR, MASTER or NOVICE. Press the Arrow Keys/Control Pad Left/Right to toggle between the columns. Press [ENTER] to select one. The column you selected will then start scrolling upwards, allowing you to see the characters' you will be facing. Should a second player desire to join the fight, he may do so at any time by pressing the T key. This will then return both players to the "Select Your Fighter" screen, where they must again choose warriors. Should both players select the same warrior, Player 2 will be distinguished by a different color.

NOTE: Player 1 will always start a Mortal Kombat Match on the left side of the Kombat screen, and player 2 will start on the right.

TOURNAMENT MODE

If you select START TOURNAMENT you will go to a screen where each player will be allowed to choose up to 9 fighters each for a Mortal Kombat Tournament. Pressing the Left/Right keys allows Player 1 to select a warrior for the tournament, while the Up/Down arrows are used to scroll through each of the nine boxes allowed for each player. Player 2 by default can use the W/S keys to scroll up/down through the boxes and A/D keys to scroll left/right through the characters. Pressing [ENTER] (or T if you are player 2), activates your selected character for the tournament. If you're in One-Player mode, pressing [ENTER] signals the computer to select nine opponents and begin the tournament. If you choose to select less than nine warriors, the computer will choose the same number of players you chose. In a two player game, however, there are no restrictions on how many warriors either player may choose.

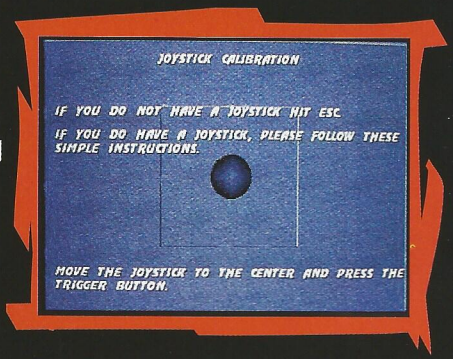
CONTROLS

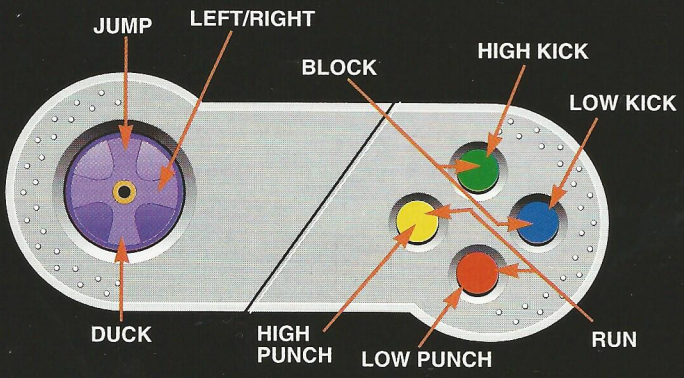
MK3 offers Player 1 two choices: Controller/Joystick controls and Keyboard controls. If you have a joystick, simply connect it to your computer and the game will automatically detect the joystick. PLAYER 2 MUST USE THE KEYBOARD. This chart shows the default settings for the various controls. All of these button/key assignments may be modified to your liking.

ACTION	PLAYER 1 Keyboard	PLAYER 1 Control/ Joystick	PLAYER 2 Keyboard (ONLY)
JUMP	↑	Stick up	W
RIGHT	→	Stick R	D
DUCK	↓	Stick Dn	S
LEFT	←	Stick L	A
H-PUNCH	NumPad 4	Button 1	T
L-PUNCH	NumPad 1	Button 2	G
BLOCK	NumPad 2	1+2	Y
H-KICK	NumPad 6	Button 3	U
L-KICK	NumPad 3	Button 4	J
RUN	NumPad 0	3+4	H + DIRECTION

Joystick

To modify Controller/Joystick controls select CALIBRATE JOYSTICK from the Main Menu and press [ENTER]. You will go to the JOYSTICK CALIBRATION screen. The JOYSTICK CALIBRATION screen gives you some simple instructions for reconfiguring your joystick controls. Follow on-screen instructions. The default control configuration is shown below.

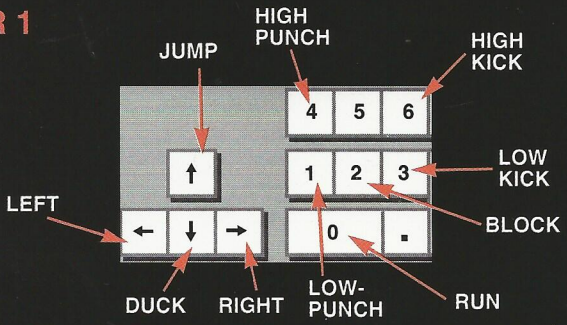

JOYSTICK CALIBRATION
IF YOU DO NOT HAVE A JOYSTICK HIT ESC.
IF YOU DO HAVE A JOYSTICK, PLEASE FOLLOW THESE SIMPLE INSTRUCTIONS.
MOVE THE JOYSTICK TO THE CENTER AND PRESS THE TRIGGER BUTTON.



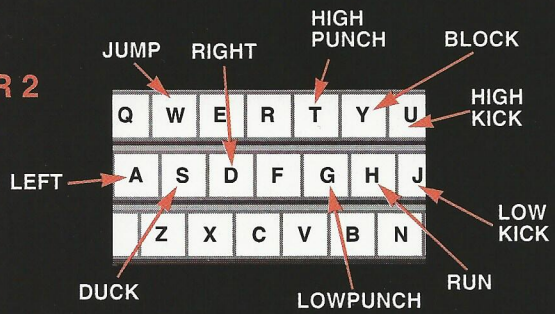
Keyboard

To reconfigure your keyboard controls, select SET KEYS from the main menu and you will go to the DEFINE KEYBOARD screen. This screen shows the default key settings for controlling the action in the game. You may modify any of the key settings by scrolling up/down with the arrow keys and then left/right to highlight the key you want to change, then press the key you want to control that action. Press [ENTER] to return to the Main Menu.

PLAYER 1



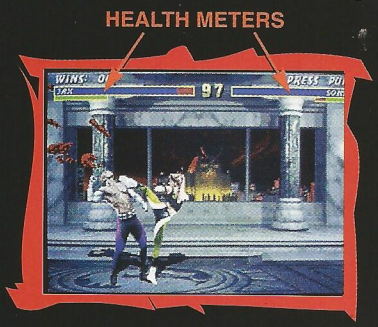
PLAYER 2



HOW TO PLAY

Introduction

The tournament first tests a warrior's fighting skill by pitting him against the other tournament challengers. In all Mortal Kombat 3 battles, meters in the upper part of the screen measure the health of each warrior. The meters begin each round indicating the warrior's complete health, but sustain damage (health is reduced) with each blow taken. The amount of damage depends both on the type of hit and whether or not it was blocked. When a warrior's health meter runs out, he/she is knocked out and the round goes to the opponent. Should time run out before either Kombatant is knocked out, the warrior with less injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to his/her next opponent.



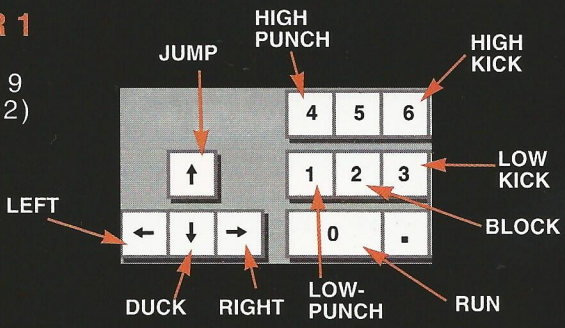
NOTE: If four rounds pass without a match winner, both Kombatants will be disqualified from the tournament.

EACH KONTESTANT INVITED TO THE TOURNAMENT HAS SPENT YEARS IN PRACTICE AND MEDITATION TO PERFECT HIS MARTIAL ARTS SKILLS. BEFORE ENGAGING THESE WARRIORS IN KOMBAT, YOU TOO, SHOULD PRACTICE THE MARTIAL ARTS BY MEDITATING ON THESE LESSONS.

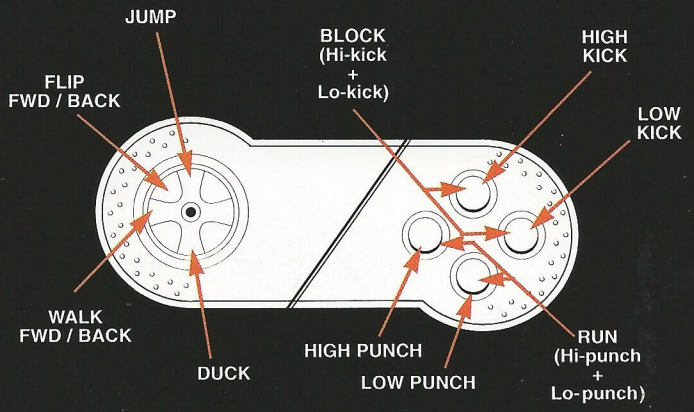
Basic Moves

PLAYER 1

(See page 9 for Player 2)

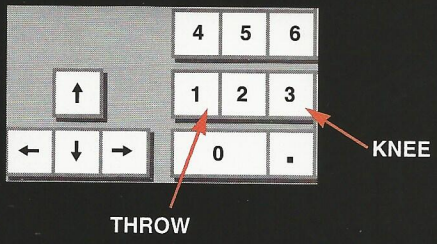


The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks. These moves may seem trivial compared to powerful and acrobatic moves like the Flying Kick. However, knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one yourself. The RUN feature (NumPad 0 key, or hold HI-PUNCH and LO-PUNCH together) is especially powerful. No longer can a foe hide by backing off. Combined, these fundamentals are the foundation for both a strong defense and a potent offense.



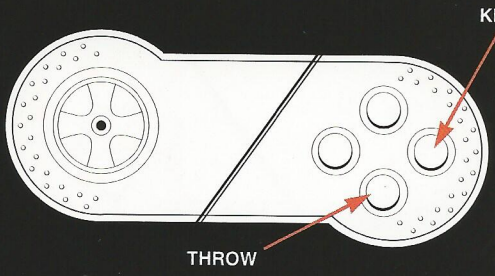
PLAYER 1

(See page 9 for Player 2)



Additional moves used during close-in kombat situations are the Knee and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can be used only when directly adjacent to an opponent. To Throw an opponent, get in close and press LO-PUNCH. The Knee is accomplished by getting close and pressing LO-KICK.

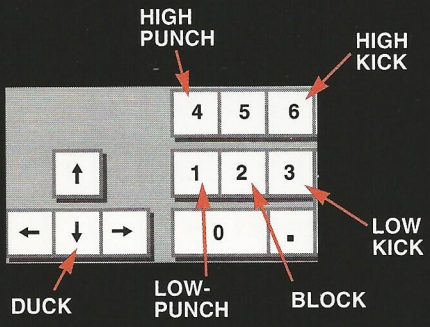
THROW



Crouching Moves

PLAYER 1

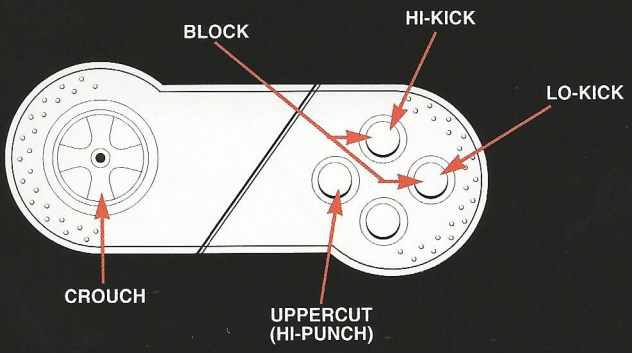
(See page 9 for Player 2)



Defensively, the Crouching Moves allow one to avoid punches and aerial weapons, to escape from close proximity and to avoid being thrown.

Offensively, the Uppercut, executed from the Crouch, is one of the most powerful offensive weapons in a warrior's arsenal. To do the crouching moves, hold the DUCK key (Control Pad DOWN) and simultaneously push HI-KICK or LO-KICK. For Uppercut hold the DUCK key (Control Pad DOWN) and push HI-PUNCH. The BLOCK (HI-KICK + LO-KICK) can always be used to defend against your opponent's moves.

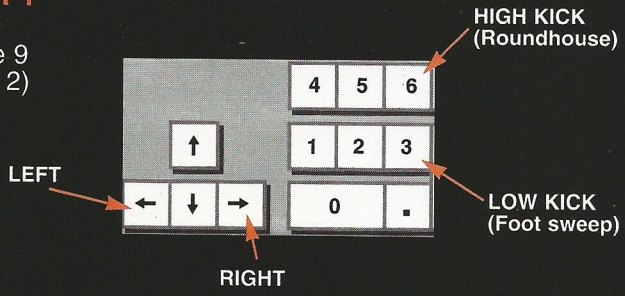
UPPERCUT



Spinning Moves

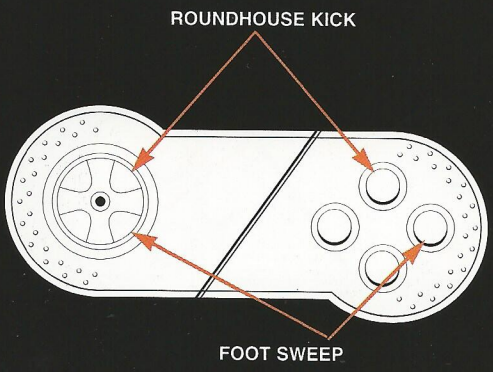
PLAYER 1

See page 9 for Player 2)



The Spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face. To execute the Spin moves, hold the Arrow keys away (Control Pad AWAY) from your opponent while you press the appropriate Attack Buttons.

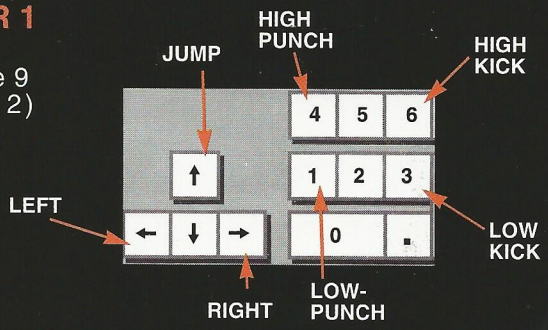
FOOT SWEEP



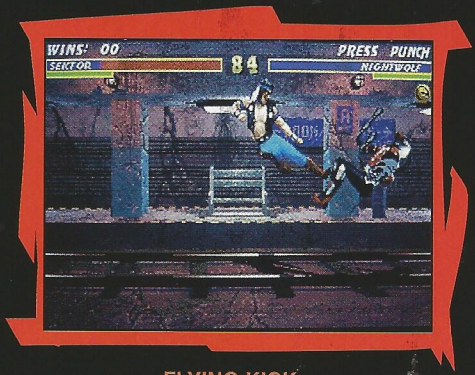
Aerial Moves

PLAYER 1

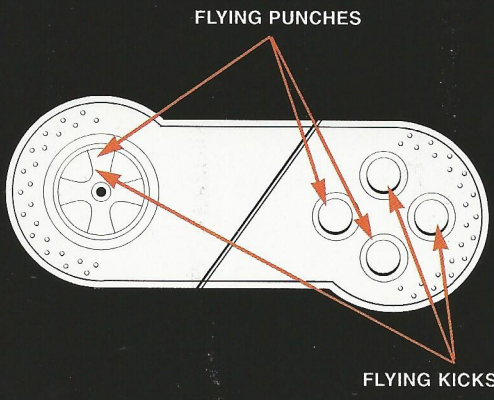
(See page 9 for Player 2)



The final moves one should master are the Aerial Moves--Flying Punches and Kicks. To execute these moves, jump towards your opponent (JUMP key + L/R key), then press the Attack Buttons while in the air. However, unlike most attacks, Aerial Attacks must be timed properly to land blows.



FLYING KICK



Special Moves

SPECIAL MOVE

All of the Mortal Kombat warriors possess expert fighting skills. In that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the Special Moves which they have created and perfected. In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too, must learn these moves. Whether they are special kicks or elemental bolts, these moves make the Mortal Kombat warriors the fiercest and most ferocious Kombatants on Earth. Mastering their special moves will do the same for you.

Secret Codes

At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Dragon Icons in them.

PLAYER 1			PLAYER 2		
1	2	3	G	Y	J

Player 1 can change the symbols in the first three boxes by pressing his or her LO- PUNCH, BLOCK and LO-KICK (default: 1, 2, 3) keys. Player 2 can change the symbols in the second three boxes by pressing their LO-PUNCH, BLOCK and LO-KICK (default: G, Y, J) keys. If you hold ARROW KEY UP while pressing LO PUNCH, BLOCK, LO-KICK, you can reverse the order in which the icons appear. The six symbols represent secret codes which can have subtle or dramatic effects on game play. Each key causes the icon in the corresponding box to change to the next icon in a predetermined order (See chart at right.)

0		DRAGON
1		MK
2		YIN / YANG
3		3
4		QUESTION
5		LIGHTNING
6		GORO
7		RAYDEN
8		SHAO KAHN
9		SKULL

For example, pressing the Player 1 LO-PUNCH (Default: 1) key once will change the Dragon Icon in the first box into a "MK" symbol. Pressing it a second time will change it to the third icon in the sequence (a Yin/Yang), and so on. Pressing a key more than nine times will cause the order of the icons to start over. In other words, pressing a key that corresponds to a box with a Skull Icon will change the Skull back to the original Dragon Icon.

Now, let's take the code: Skull, Shao Kahn, Rayden, MK, Yin/Yang and 3. To enter this code, Player 1 presses LO-PUNCH (Default: 1) key nine times, BLOCK (Default: 2) eight times and LO-KICK (Default: 3) seven times. Meanwhile, Player 2 presses LO-PUNCH (Default: G) one time, BLOCK (Default: Y) twice, and LO-KICK (Default: J) three times. The Match-Up screen doesn't stay up for long, so you need to punch in the codes quickly. Some players find it easier to memorize the codes by referring to them in terms of the number of key presses it takes to get the proper symbols in place. For example, the code that activates the "Throw Disable" feature--MK, Dragon, Dragon, MK, Dragon, Dragon--is easier to remember in numeric form as: 100-100. Example, both Player 1 and Player 2 press LO-PUNCH (default: 1 & G) key one time.

NOTE: If Player 1 is using a controller or joystick, see page 8 for the corresponding button assignments for LO-PUNCH, BLOCK, LO-KICK. Player 2 will always input codes with the keyboard.

NETWORK PLAY

Starting a Network Game

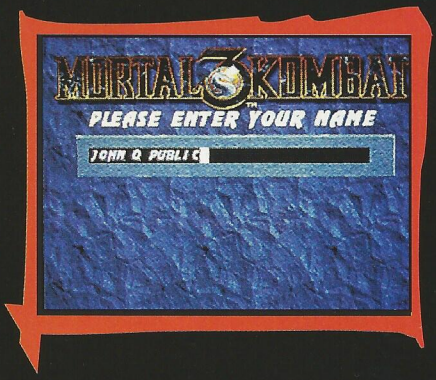
MK3 is designed to run on a Local Area Network (LAN) using the Novell IPX protocol. In order to use the IPX protocol on your PC, you must have the Novell IPX drivers loaded, in addition to the lower level drivers required by your network card.

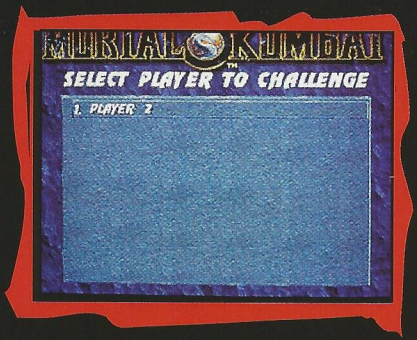
MK3 supports between 10-12 simultaneous network games on a single socket. The total number of fights that may comfortably take place (i.e. without exerting excessive loads on the network) depends on the capabilities of your LAN. Some high-traffic LANs can only adequately support as few as 4 network games at any given time.

To get optimum performance from the network games, you should be connected on the same local network so that all IPX packets can be sent directly from PC to PC without intermediate processing by routers. This way, routers and servers will experience almost no load, and network games should play fluidly and without interruption.

Challenging an Opponent

To challenge another player on your LAN, go to NETWORK on the Main Menu, select CHALLENGE, and press [ENTER]. If the "Network Play On" menu item is grayed out, you are not connected to the network. Make sure your IPX drivers are loaded. If you are still having trouble, refer to the troubleshooting section of this manual. If everything is working, you will be taken to the NAME entry screen. This is the name by which other MK3 players on the network will identify you. Type in an appropriate name and press [ENTER]. Once you have typed in a name, it is saved and will always appear as your default screen name for future network games.





After entering a name, you will be taken to the SELECT PLAYER TO CHALLENGE screen. This screen shows all machines currently running MK3 across your LAN; each recognized by their individual names. To challenge someone, simply move your cursor over a name and press [ENTER]. This will take you and your selected opponent to the FIGHTER SELECT screen. The game begins after each opponent has selected a fighter for the battle.

Who can be challenged

On the SELECT PLAYER TO CHALLENGE screen, there will be two print types used for the players names: bright and faded. If a player's name is in bright white, then he is available to be challenged. If the name appears to be faded, then he is currently fighting someone else. When this person's game is over, his name will be brightly highlighted again and ready for a challenge.

Turning down a fight

If you want to play MK3 and do not want to be challenged by another player, simply go to NETWORK (on the Main Menu) and select OFF. Your name will no longer appear on any challenge list (and thus, you cannot be challenged). Remember, if you don't like who you've challenged or who is currently challenging you, you can hit [ESC] at any time to go back to the Main Menu.

Taunt messages

MK3 is an extremely fast-paced game that doesn't exactly lend itself to stopping and typing in messages to friends during a match. But we didn't want to eliminate that feature. So, MK3 allows you to send taunts and other choice messages to friends (or rivals), using a text file and the function keys.

Before you run the game, create a text file called "MK3TAUNT.DAT". You can do this by typing: EDIT MK3TAUNT.DAT [ENTER], at the "C:\MK3>" prompt. In this file, type in some lines (Up to a maximum of ten lines). Make each line a different message that you could see yourself sending to an opponent during a fight. Save this file (By pressing [Alt], then "F", then "S" on the keyboard) and then exit (By pressing [Alt], then "F", then "X") . You will now be able to send a message quickly during a fight by hitting a function Key; F1 through F10. The message will be displayed on your screen. Press the SPACEBAR to actually send it to your opponent. Each line of the text file corresponds to a function key, e.g., F1 would display the message on line 1 of the file, F2 would display the message on line 2, etc. Just remember that you have a ten line maximum for the text file!

TROUBLESHOOTING

General Problems

Why can't I get MK3 to run under Windows?
MK3 requires the use of the PC's hardware timer to ensure accurate timing of gameplay and display. Windows allows this timer to be modified, which will cause MK3 to crash. So do not even try it!

I have a Gateway 2000P75. What do I do if the colors in MK3 are completely screwed up?
You must do a hard reboot of your computer and go into your BIOS Setup. Find the "VGA Palette Snoop" option and disable it. This should fix the problem.

My computer has 4 MB of RAM. How do I speed up the game and reduce the hard drive access time?
If you have less than 8MB of RAM the game won't run.

When MK3 runs, I get an "Insufficient Memory" error, or MK3 just doesn't run?
You don't have enough free RAM to run MK3. This usually happens with 4 MB RAM machines. You need at least 8 MB of free RAM to run MK3. If you have DOS 6.0 or later, boot your system and hold the left SHIFT key as the "Starting MS-DOS..." message appears.

This will bare-boot your system. Change to the MK3 directory and run MK3. Your best bet is to make a CONFIG.SYS menu for a custom MK3 boot - see page 97 in your MS-DOS 6.0 User's Manual. If you have DOS 5.0 or earlier, you must create a bare boot disk.

NOTE: Do not use memory managers like EMM386, QEMM, etc. Do not use disk caching programs like SMARTDRV, etc.

I have a 2 button joystick; how do I play the game with only two buttons?
You don't. The game, although recognizing 2 button controllers, wasn't designed to use them. The best wat to play the game in this case would be to use the joystick to move the fighter, and then use the keyboard keys for the other moves.

Why doesn't my joystick respond to the game?
Be sure you have the joystick selected in the Options/Controls menu and make sure the joystick port jumper is enabled on the card. Some sound cards have this disabled by default.

Why does my computer lock up, during setup, when autodetecting for a sound card?
Due to hardware conflicts, auto detecting for sound cards is a risky process. If you know the brand, port address, IRQ and DMA of your sound card(s), you should manually configure these items. Lockups are also common when autodetection is used but no sound cards are installed.

I can't get digital sound from my Sound Blaster compatible sound card.
You may be experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in MK3's SETUP program. Change the DMA channel of the sound card or offending device.

Why don't I hear anything when I test my sound setup?
There are several possibilities. You may have the wrong sound card selected. You may have selected the incorrect port, IRQ or DMA settings. The volume may be set too low in your sound

drivers or on the volume slider on the back of your sound card. Hardware conflicts or loose cables may also be to blame.

Why can't I get music or sound effects?
If you're not hearing sound effects and/or music, MK3 may have incorrect information regarding your sound card. Check the settings in the SOUND section of the game and make sure all the sound options are set ON. If this seems to be in good order, run the SetSound program and make sure MK3 has the correct information for your sound card.

I hear static when listening to MK3 with my Sound Blaster (or other supported) sound card.
You should refer to your sound card manual for instructions on how to lower the Mic and Line volumes to 0 (zero). This is usually done through the mixer program that came with your sound card.

I still hear static, or my sound effects are breaking up.
Try disconnecting any parallel port devices. (Sound cards usually use IRQ5 or IRQ7, which are also used by LPT2 and LPT1 - where printers are connected.)

How come the volume control on the Main Menu doesn't affect the background music?
The background music is played directly from the CD and your CD-ROM may have it's own volume controls.

Why does the game go through short pauses at the end of a fight?
It's impossible to predict the access time of all different types of CD-ROM drives. All the background music is played directly off the CD-ROM and the small pauses could be the CD-ROM switching tracks of music. Unfortunately, there is nothing we can do about this.

Network Problems

What do I do if I'm getting an error message, while trying to select a network challenger, stating that my IPX drivers are not loaded properly?

First, make sure your computer has a reasonable amount of low memory available. Although MK3 uses a DOS extender to avoid low memory hassles, low memory is still required for network buffers. If this fails, make sure your IPX.COM (or IPXODI.COM) and other network drivers are loaded properly. A good way to test this is to log on to a network server, if one is available.

What does it mean if gameplay appears exceptionally slow, or if collisions or keyborad moves are missed, or MK3 tells me my network card is missing packets?
If MK3 gives you the message that the network card is missing packets, it could be the result of a slow network card, heavy traffic on the network, or software conflicts in your system. If you get this message you can rejoin the game and try again. If the problem persists, one of the following could be to blame:

Loose cables: Happens to the best of us. Check the plugs on the back of your computer, specifically the ones running to and from your network card.

Too many players: While 10-12 players is offered as the maximum in MK3, it's possible that your LAN or computer configuration can only reliably support a smaller number of players. You may need to experiment to find the maximum number of players for your configuration.

Bad network card: Some cards drop IPX packets even without heavy loads or interference. If you suspect your LAN card, try swapping it with one from another computer.

Software conflicts: Other drivers that are running may cause problems with the network interrupts. These conflicts may not be apparent when performing other LAN tasks that do not use IPX or that have a built-in layer of error-checking and repeating. Try disabling unnecessary drivers in your CONFIG.SYS and AUTOEXEC.BAT to see if the problem goes away.

Router problems: Playing the game between players on opposite sides of a Router can be a cause of lost packets and other delays. It is recommended that the game not be played in this fashion since it creates a system load on the Router that can disturb other users of the LAN. If you continue playing the game with an unreliable network connection due to one of these problems, you are likely to see erratic behavior in the game even before an error message is displayed.

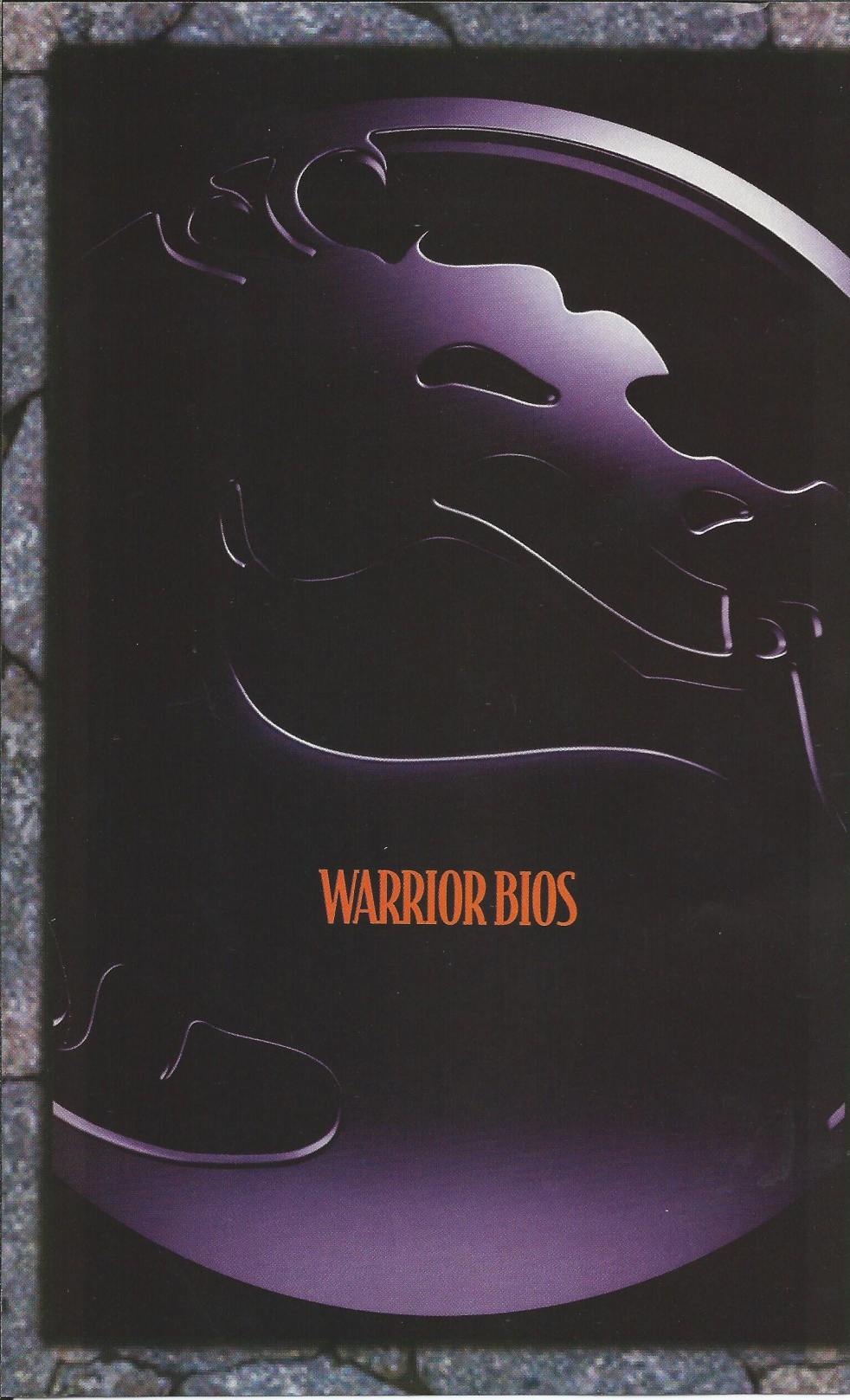
Technical Support

If you have read this manual and still require further assistance running Mortal Kombat 3, you can do the following:

1. Call GT Interactive Software's Technical Support at (970) 522-1844, Monday through Friday, 8 AM through 12 midnight ET (closed on major holidays). If possible, please be near your computer when calling. Have as much information regarding yor system setup and configuration, as well as detailed information about where you are encountering a problem and any messages you receive on screen.

2. Access on-line technical information at the GT-WEB site at http://gtinteractive.com. In the "Support Section" you can access lists of frequently asked questions and troubleshooting tips, forum discussions where technical issues are raised, and direct E-mail support at support@gtinteractive.com. Upgrade patches will also be made available here for download when released.

3. Mail your questions to:
   GT Interactive Software
   Attention: TS/Q&A
   1 Nixon Lane
   Edison, NJ 08817


WARRIOR BIOS

JAX

(Major Jackson Briggs): After failing to convince his Superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.

KABAL
As a Chosen Warrior, his identity is a mystery to all.
It is believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred
and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

KANO

Thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld where he once again escapes capture by Sonya.

Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul.

Kahn needs someone to teach his warriors how to use Earth's weapons. And Kano is the man to do it.

KUNG LAO

After avenging the death of his great ancestor by emerging Supreme Champion against all Outworld opponents, Kung Lao returns to Earth to train a new generation of Shaolin alongside Liu Kang.

But Lao's greatest challenges lie ahead, fighting for those who cannot defend themselves against Shao Kahn's treachery.

LIU KANG

After the Outworld invasion, Liu Kang Finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

NIGHTWOLF

Works as a historian and preserver of his people's culture. When Kahn's portal opens over North America,

Nightwolf uses the magic of his Shamen to protect his tribe's sacred land.

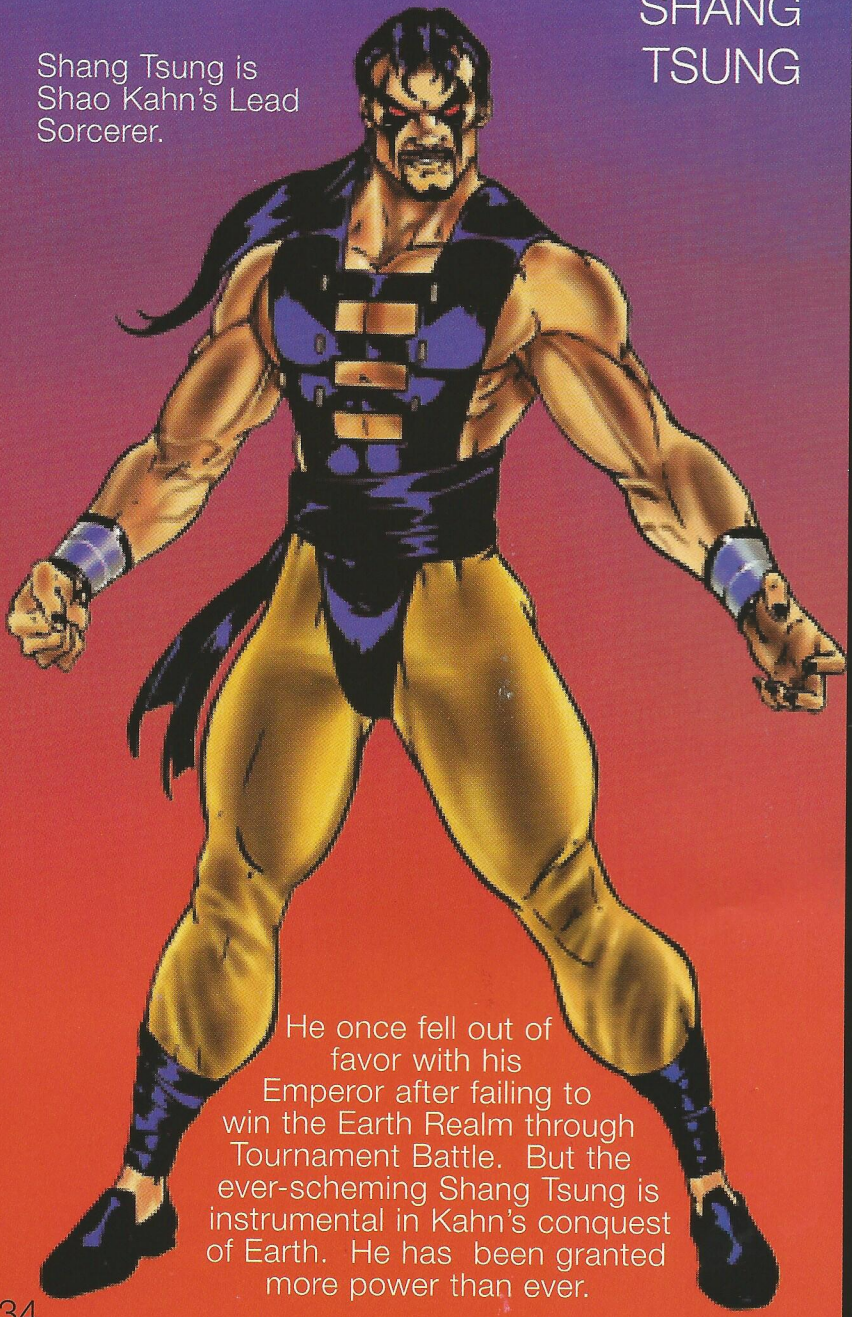
This area becomes a vital threat to Kahn's occupation of the Earth.

SEKTOR

Sektor is actually the code name for unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.

SHANG TSUNG

Shang Tsung is Shao Kahn's Lead Sorcerer.



He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has been granted more power than ever.

SHEEVA

She was hand-picked by Shao Kahn to serve as Sindel's personal protector.

How-ever, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads.

On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

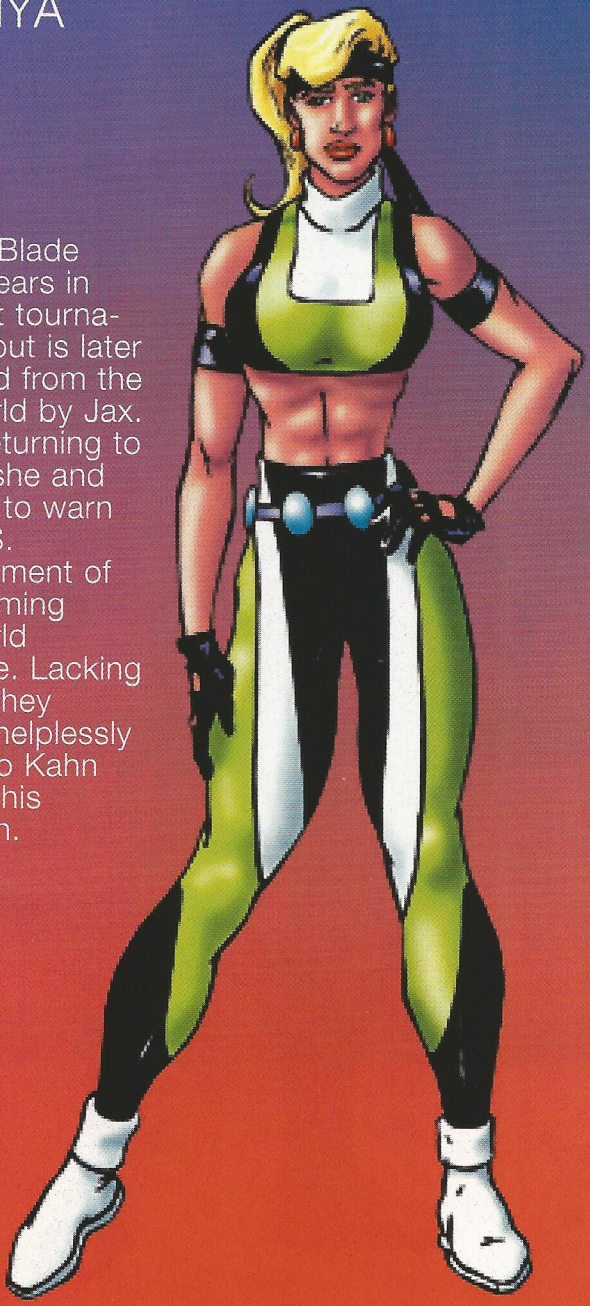
SINDEL

Once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her un-timely death,

she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

SONYA

Sonya Blade disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.



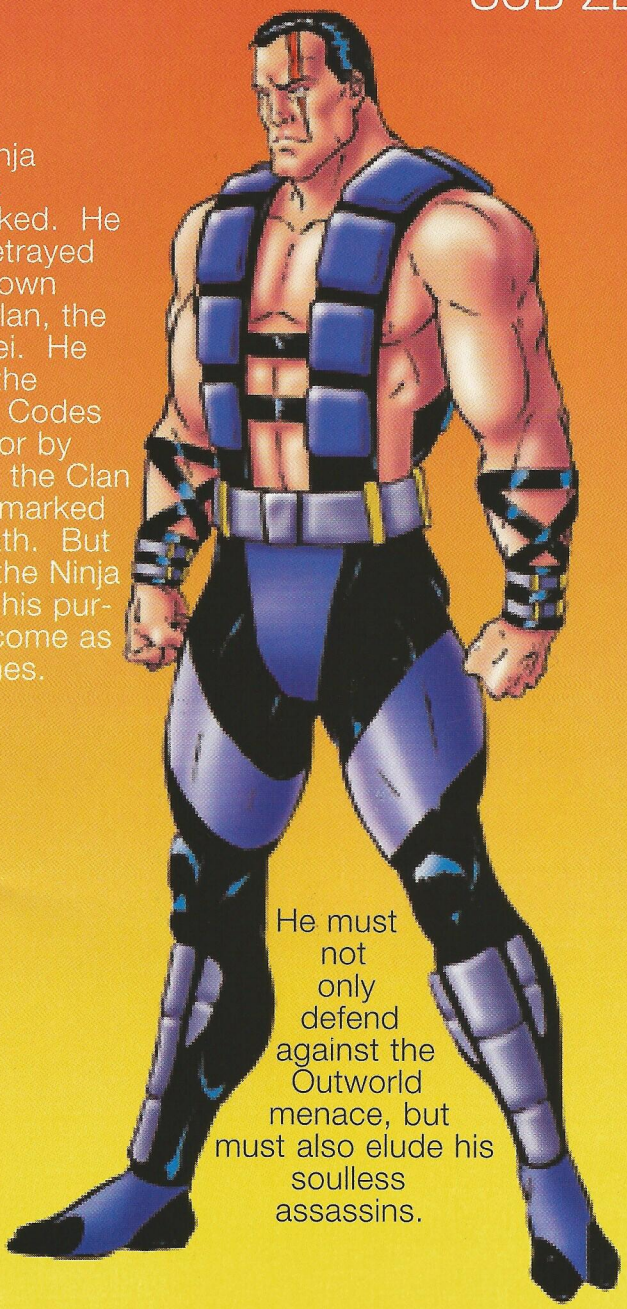
STRYKER

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls.

He finds himself the lone survivor of a city once populated by millions.

SUB-ZERO

The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines.



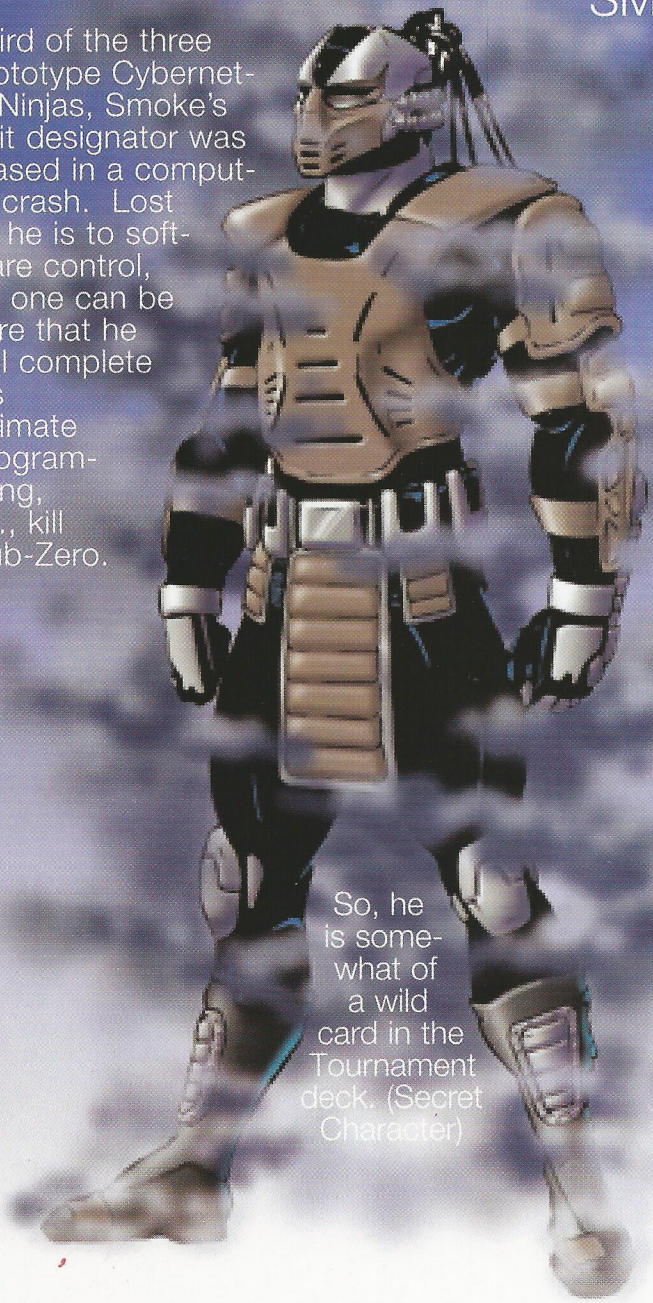
He must not only defend against the Outworld menace, but must also elude his soulless assassins.

CYRAX

Cyrax is unit LK4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

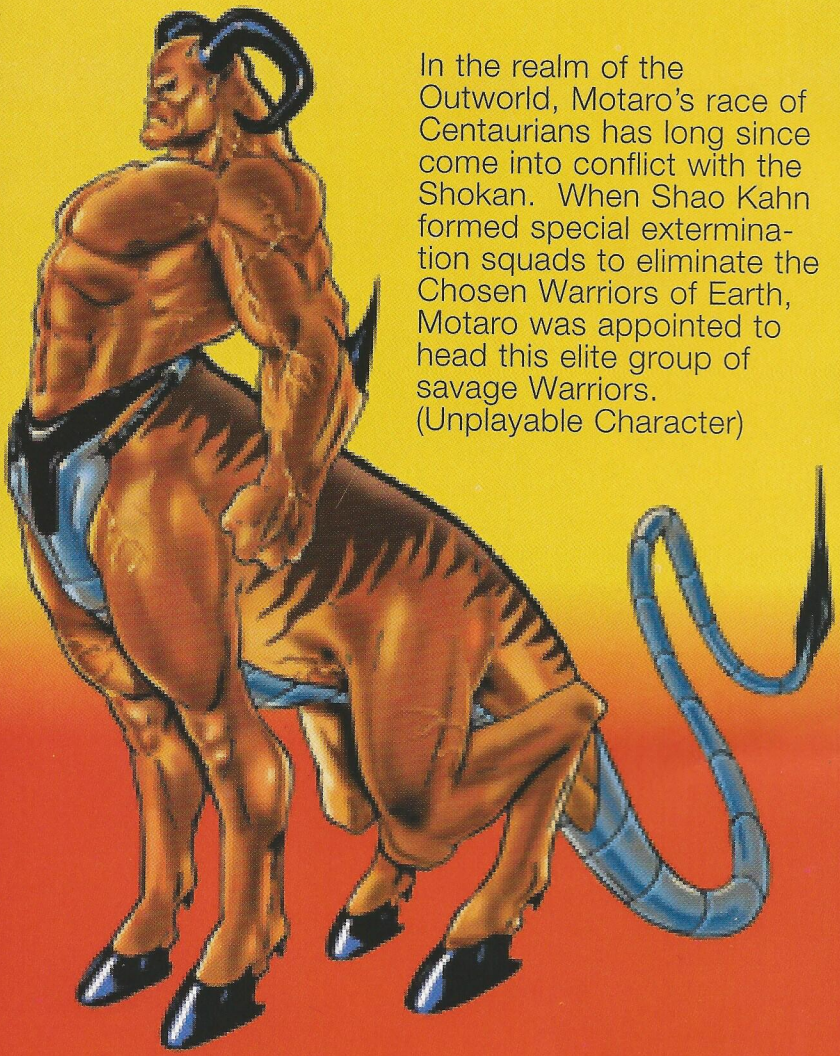
SMOKE

Third of the three prototype Cybernetic Ninjas, Smoke's unit designator was erased in a computer crash. Lost as he is to software control, no one can be sure that he will complete his ultimate programming, i.e., kill Sub-Zero.



So, he is somewhat of a wild card in the Tournament deck. (Secret Character)

MOTARO



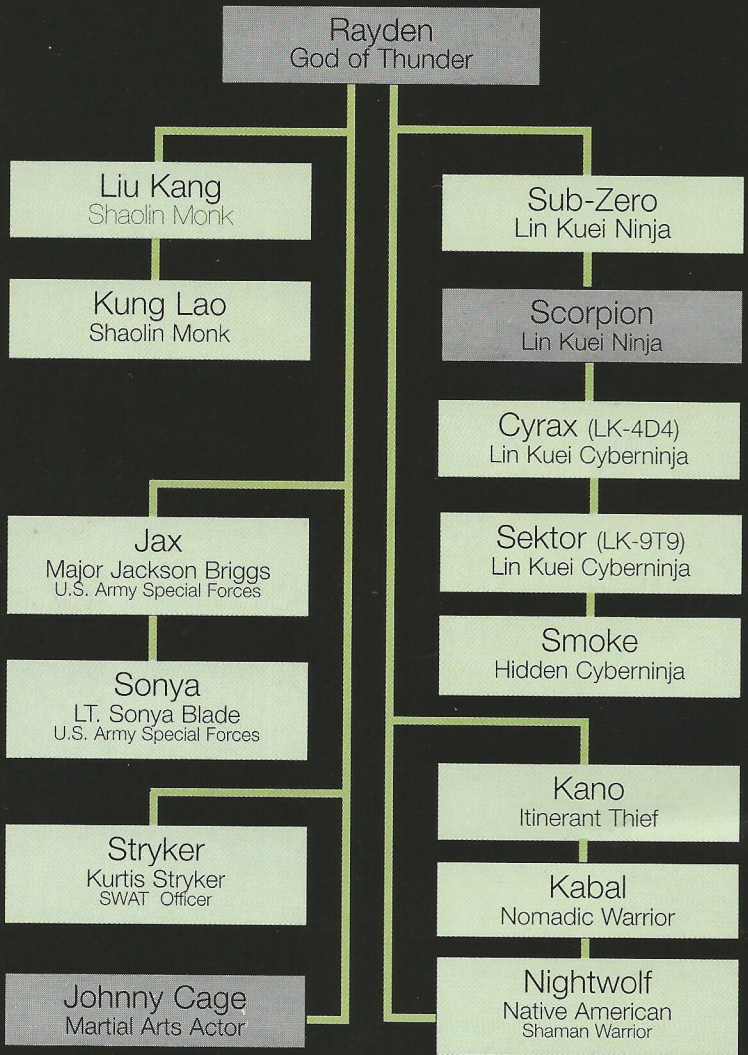
In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of savage Warriors. (Unplayable Character)

SHAO KAHN

Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. But she died. Now, centuries later, Sindel is reborn.

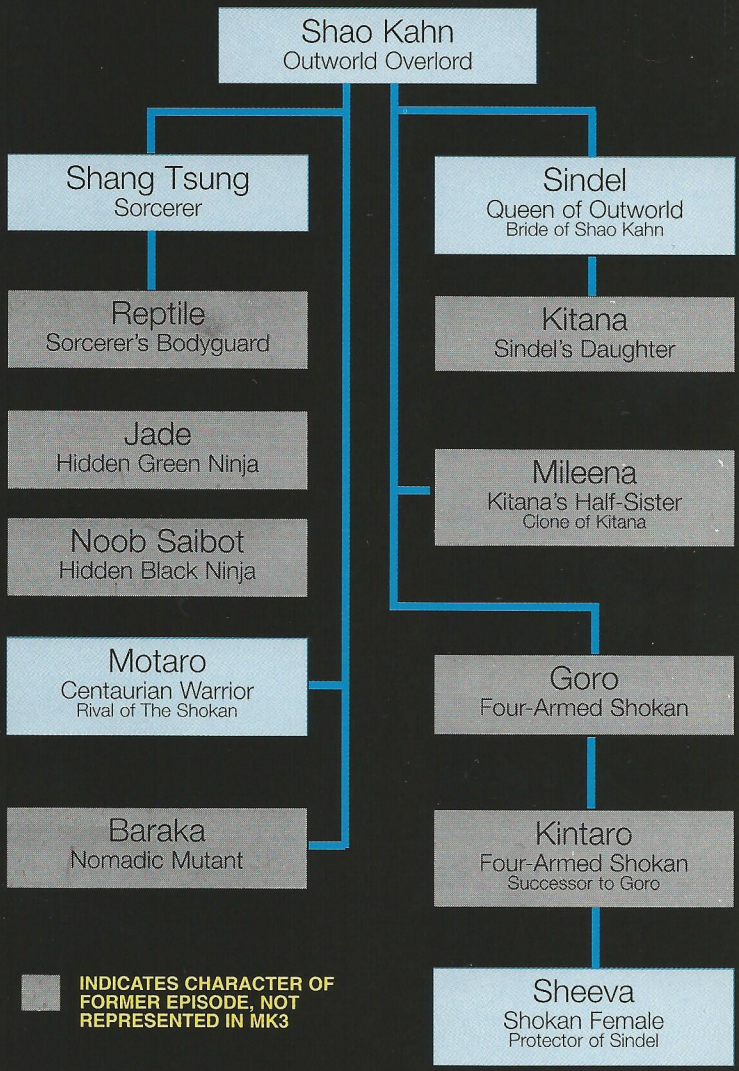
And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless... (Unplayable Character)

Earth Forces



In this loose genealogy, most characters are not blood-related except by dint of the blood that they have all spilled. To that end, the Earth Forces are no more virtuous than the Outworlders and still fight each other if no worse enemy is around.

Outworld Forces



The Outworld loyalties are constantly in flux, driven by the hatred and mistrust of centuries. Adding to the chaos is the penchant of Shao Kahn to pervert the motives of all he encounters in order to find a portal to the Earth for his own nefarious ends.

MORTAL KOMBAT® 3

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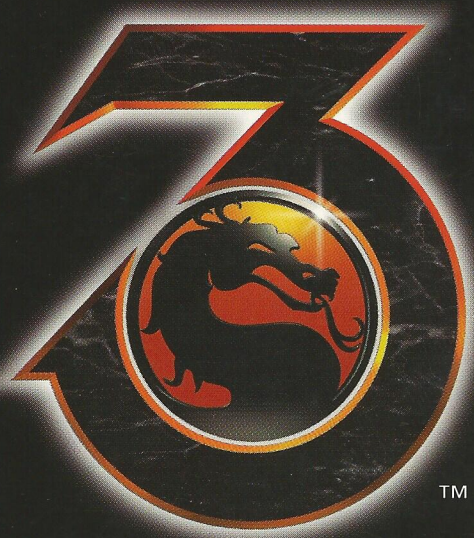

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